
Subject: Re: Two "basic" operations on GridCtrl
Posted by [unodgs](#) on Mon, 04 May 2009 07:39:46 GMT

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GridCtrl by default uses StdValueCompare function which is "type aware" - so it sorts properly int, double, boolean, time and date types. Unknown types are converted to string and compare as strings (just take a look at Core/Value.cpp file)

If you want to do your own sorting in WhenSort use GetSortOrder method which returns Vector<SortOrder> - the vector with information about columns clicked by user to sort the grid data.

SortOrder consists of:

int id - id of column (each column has unique id which remain the same no matter of real visual column position)

Id name - Id object connected with column

bool ascending, descendig - direction of sorting (only one is set to true of course)

To remove WhenSort action just write:

```
grid.WhenSort.Clear();
```

I implemented WhenSort to being able to react on sort action in scenario when you reload grid data. For example when user clicks column I modify the sql sent to database and the database sorts data and returns it back to the grid. If you would like to sort data already loaded to grid (without clearing grid and populating it again) I'd have to expose internal RowItems collection and I don't want to do this.

So please paste a test case that illustrate the problem in more details. We'll try to find a correct solution then.
